

ABSTRACT

A reel mechanism for use with a gaming system that includes at least one support member and at least a first and second reel assembly attached to the support member. Each reel assembly comprises at least one chassis attached to the support member and at least one reel rotatably attached to the chassis. The reels include a first side, attached to the chassis, and a second side. The reel assemblies include at least one motor coupled to the reel, the motor being configured to rotate the reel. The reel assemblies are positioned side-by-side, the second side of the reel of the first reel assembly is positioned proximate to the second side of the reel of the second reel assembly; allowing the first and second reel assemblies to be positioned without the chassis of the first and second reel assemblies being in-between the first and second reel assemblies.